

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game system ~~which is constructed~~ of a plurality of mobile game apparatuses ~~and that~~ exchanges game data between the respective game apparatuses, ~~wherein with~~

each game apparatus, comprising:

a game data storing ~~means~~ for storing game data;

a providing game data designating ~~means~~ for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing ~~means~~;

an exchange condition setting ~~means~~ for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said other ~~another~~ game apparatus;

a communication ~~means~~ for performing short-distance radio communication with ~~another~~ a game apparatus;

an exchange desire transmitting ~~means~~ for broadcasting by use of said communication ~~means~~ exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiver~~ing means~~ for receiving by use of said communicator~~ion means~~ said exchange desired data from another game apparatus; and  
a game data exchanger ~~means~~for exchanging the game data with a specific game apparatus by use of said communicator~~ion means~~, wherein

a first game apparatus out of said plurality of game apparatuses transmits said exchange desired data by use of said exchange desire transmitter~~ing means~~, and a second game apparatus out of said plurality of game apparatuses receives said exchange desired data,

said game data exchanger ~~means~~ of said first game apparatus and said game data exchanger ~~means~~ of said second game apparatus determine, by communicating at least one of attribute information relating to the providing game data and the exchange condition data by use of said communicator~~ion means~~, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus.

2. (Currently Amended) A game system ~~which is constructed of a plurality of mobile game apparatuses and that~~ exchanges game data between the respective game apparatuses, ~~wherein~~ with

each game apparatus, comprising:

a game data stor~~ing~~ing ~~means~~ for storing game data;

a providing game data designat~~ing~~ing ~~means~~ for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data stor~~ing~~ing ~~means~~;

an exchange condition sett~~ing~~ing ~~means~~ for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said other ~~another~~ game apparatus;

a communicat~~ion~~ion ~~means~~ for performing short-distance radio communication with another game apparatus;

a connection establish~~ing~~ing ~~means~~ for performing by use of said communicat~~ion~~ion ~~means~~ a process to establish a connection by a radio communication with a specific game apparatus; and

a game data exchang~~er~~er ~~means~~ for exchanging the game data with said specific game apparatus by use of said communicat~~ion~~ion ~~means~~, wherein

in a first game apparatus and a second game apparatus out of said plurality of game apparatuses, said connection establish~~ing~~ing ~~means~~ of one game apparatus executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with other game apparatus which has received said connection requiring data, and said connection establish~~ing~~ing ~~means~~ of said other game apparatus executes a second connection establishing process by receiving said connection

requiring data for establishing the connected state with said one game apparatus which has broadcasted said connection requiring data, and

said game data exchanger~~means~~ of said first game apparatus and said game data exchanger~~means~~ of said second game apparatus determine, by communicating at least one of attribute information relating to the providing game data and the exchange condition data by use of said communicator~~ion means~~, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus by communicating between said first game apparatus and said second game apparatus by use of said communicator~~ion means~~.

3. (Currently Amended) A-The game system according to claim 1, ~~wherein-with~~

said game apparatus, further comprising:

a game program stor~~ing means~~ for storing a game program;

a game program execut~~ing means~~ for generating said game data by executing said game program; and

a game data storing process ~~means~~ for storing said game data generated by said game program execut~~ing means~~ in said game data stor~~ing means~~.

4. (Currently Amended) ~~A-The~~ game system according to claim 1,  
wherein the exchange condition data includes data for designating a kind of the game  
data desired to be provided.

5. (Currently Amended) ~~A-The~~ game system according to claim 4,  
wherein the exchange condition data further includes an attribute value of the game data  
desired to be provided.

6. (Currently Amended) ~~A-The~~ game system according to claim 1,  
wherein said exchange desire transmitt~~ing~~ing ~~means~~ continuously broadcasts said  
exchange desired data.

7. (Currently Amended) ~~A-The~~ game system according to claim 1,  
wherein said providing game data designat~~ing~~ing ~~means~~ designates said providing game  
data according to an instruction from a player.

8. (Currently Amended) ~~A-The~~ game system according to claim 7,  
wherein said providing game data designat~~ing~~ing ~~means~~ is validated when a progress of a  
virtual game executed by said game apparatus satisfies a predetermined condition.

9. (Currently Amended) ~~A-The~~ game system according to claim 1,  
wherein said exchange condition sett~~ing~~ing ~~means~~ sets the exchange condition according  
to an instruction from a player.

10. (Currently Amended) ~~A-The~~ game system according to claim 9,  
wherein said exchange condition sett~~ing~~ing ~~means~~ is validated when a progress of a virtual  
game executed by said game apparatus satisfies a predetermined condition.

11. (Currently Amended) A The game system according to claim 1, wherein said providing game data designating ~~means~~ automatically designates, when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition, the providing game data according to said predetermined condition.

12. (Currently Amended) A The game system according to claim 1, wherein said exchange condition setting ~~means~~ automatically sets, when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition, the exchange condition according to said predetermined condition.

13. (Currently Amended) A The game system according to claim 1, wherein said game data exchanger ~~means~~ includes an inquiring ~~means~~ for inquiring of a player whether or not to perform an exchange when it is determined that both of the exchange conditions are satisfied.

14. (Currently Amended) A The game system according to claim 2, ~~wherein~~ with said game apparatus, further comprising:

a game program storing ~~means~~ for storing a game program; and

a game program executing ~~means~~ for executing said game program,

wherein

when said game program is executed by said game program executing ~~means~~, said game apparatus is connected to ~~said~~ another game apparatus by said connection establishing ~~means~~ and executes the exchange processing of the game data

with said ~~other another~~ game apparatus that satisfies both of the exchange conditions by said game data exchanger~~means~~.

15. (Currently Amended) A ~~The~~ game system according to claim 14, wherein when a progress of a virtual game by said game program executer~~ing means~~ satisfies a predetermined condition, said game apparatus is connected to said ~~another~~ game apparatus by said connection establisher~~ing means~~ and executes the exchange processing of the game data with said ~~other another~~ game apparatus that satisfies both of the exchange conditions by said game data exchanger~~means~~.

16. (Currently Amended) ~~The~~A game system according to claim 1, wherein said exchange desire transmitter~~ing means~~ broadcasts at least one of the attribute information relating to the providing game data of its own and the exchange condition data.

17. (Currently Amended) A ~~The~~ game system according to claim 1, wherein said providing game data designator~~ing means~~ is able to designate a plurality of providing game data,

said exchange condition setter~~ing means~~ sets the exchange condition data in such a manner as to correspond to each of the providing game data,

said game data exchanger~~means~~ of said first game apparatus and said game data exchanger~~means~~ of said second game apparatus exchange, when with respect to combinations of ~~respective ones of said~~ providing game data of said first game apparatus and ~~respective ones of said providing game data of~~ said second game apparatus

respectively, it is determined that first providing game data that is one of said providing game data of said first game apparatus satisfies the exchange condition brought into correspondence with second providing game data that is one of said providing game data of said second game apparatus, and it is determined that said second providing game data satisfies the exchange condition brought into correspondence with said first providing game data, said first providing game data being satisfying the exchange condition for said second providing game data.

18. (Currently Amended) ~~A~~The game system according to claim 1, further comprising:

a selecter~~ing means~~ for selecting at least one of the game data stored in said game data storer~~ing means~~;

a game program storer~~ing means~~ for storing a game program; and

a game program executer~~ing means~~ for executing said game program by causing the game data selected by said selecter~~ing means~~ to appear in a virtual game world, wherein

said game data exchanger~~ing means~~ does not perform a determination whether or not the exchange condition is satisfied and exchange of said providing game data with respect to said game data selected by said selecter~~ing means~~ out of said providing game data designated by said providing game data designator~~ing means~~.

19. (Currently Amended) ~~A~~The game system according to claim 13, further comprising:



an identifying information exchanger~~ing means~~ for exchanging identifying information of game apparatuses with said specific game apparatus; and

a presenter~~ing means~~ for presenting to the player said identifying information of said specific game apparatus that satisfies both of the exchange conditions when said inquirer~~ing means~~ inquires of the player whether or not to exchange.

20. (Currently Amended) A~~The~~ game system according to claim 1, wherein ~~with~~ said game apparatus, further comprising:

a display~~means~~; and

an electric power control ~~means~~ for controlling a power supply to said display~~means~~, wherein said exchange desire transmitter~~ing means~~, said exchange desire receiver~~ing means~~, and said game data exchanger~~means~~ execute their processes while the power supply to said display ~~means~~ is suspended by said electric power control ~~means~~, said electric power control ~~means~~ performs the power supply to said display ~~means~~ at a timing relating to a process of said game data exchanger~~means~~, and said display ~~means~~ displays information relating to the exchange.

21. (Currently Amended) A~~The~~ game system according to claim 1, wherein ~~with~~ said game apparatus, further comprising:

an attachment~~ed means~~ for detachably being attached with ~~attaching~~ a medium in which a game program, game identifying information that is identifying information of said game program, and said game data are stored;

a ~~reading means~~ for reading, when said medium is attached to said ~~attached means~~, said game program, said game identifying information, and said game data from said medium; and

a game identifying information exchanger ~~means~~ for exchanging said game identifying information read by said ~~reading means~~ with said specific game apparatus, wherein said game data exchanger ~~means~~ exchanges said providing game data with said game data exchanger ~~means~~ of said specific game apparatus when a coincidence of the game identifying information is indicated.

22. (Currently Amended) A game apparatus, comprising:

a game data stor~~ing~~ ~~means~~ for storing game data;

a providing game data designat~~ing~~ ~~means~~ for designating providing game data being game data that is allowed to be provided to another game apparatus out of the game data stored in said game data stor~~ing~~ ~~means~~;

an exchange condition sett~~ing~~ ~~means~~ for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said other ~~another~~ game apparatus in exchange for a provision of said providing game data to said other ~~another~~ game apparatus;

a communicat~~ion~~ ~~means~~ for performing short-distance radio communication with another game apparatus;

an exchange desire ~~transmittering means~~ for broadcasting by use of said  
~~communicatorion means~~ exchange desired data to other game apparatus(es) without  
specifying a destination address;

an exchange desire ~~receivering means~~ for receiving by use of said  
~~communicatorion means~~ said exchange desired data from another game apparatus; and

a game data exchanger ~~means~~ for exchanging the game data with a specific  
game apparatus by use of said ~~communicatorion means~~, wherein

said game data exchanger ~~means~~ determines, by communicating with said  
specific game apparatus at least one of attribute information relating to the providing  
game data and the exchange condition data by use of said ~~communicatorion means~~, in  
association with said game data exchanger ~~means~~ of said specific game apparatus  
whether or not ~~the its own~~ providing game data ~~of its own~~ satisfies the exchange  
condition of said specific game apparatus, and whether or not the providing game data of  
said specific game apparatus satisfies ~~the its~~ exchange condition ~~of its own~~, and  
exchanges ~~in a case that~~ if it is determined both of the exchange conditions are satisfied,  
~~the its own~~ providing game data ~~of its own~~ for the providing game data of said specific  
game apparatus by communicating with said specific game apparatus by use of said  
~~communicatorion means~~.

23. (Currently Amended) ~~The~~A game apparatus according to claim 22,  
further comprising:

a ~~switching means~~ for alternately executing a process of said exchange  
desire ~~transmitting means~~ and a process of said exchange desire ~~receiving means~~.

24. (Currently Amended) TheA game apparatus according to claim 23,  
wherein

said ~~switching means~~ alternately repeats a first period for broadcasting said  
exchange desired data by the process of said exchange desire ~~transmitting means~~ and a  
second period for attempting to receive said exchange desired data by the process of said  
exchange desire ~~receiving means~~, further comprising

a period's length ~~setting means~~ for variably setting a length of at least one  
of said first period and said second period.

25. (Currently Amended) TheA game apparatus according to claim 23,  
wherein

said ~~switching means~~ alternately repeats a first period for broadcasting said  
exchange desired data by the process of said exchange desire ~~transmitting means~~ and a  
second period for attempting to receive said exchange desired data by the process of said  
exchange desire ~~receiving means~~, further comprising

a period's starting point ~~setting means~~ for variably setting a starting point  
of at least one of said first period and said second period.

26. (Currently Amended) A game apparatus, comprising:

a game data ~~storing means~~ for storing game data;

a providing game data designator~~ing means~~ for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data stor~~ing means~~;

an exchange condition sett~~ing means~~ for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said ~~other~~ another game apparatus in exchange for a provision of said providing game data to said ~~other~~ another game apparatus;

a communicat~~ion means~~ for performing short-distance radio communication with another game apparatus;

a connection establish~~ing means~~ for performing by use of said communicat~~ion means~~ a process to establish a connection with a specific game apparatus by a radio communication; and

a game data exchang~~er means~~ for exchanging the providing game data for game data of said specific game apparatus that satisfies the exchange condition by use of said communicat~~ion means~~, wherein:

said connection establish~~ing means~~ executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with another game apparatus which has received said connection requiring data, or executes a second connection establishing process by receiving said connection requiring data that is transmitted from another game apparatus for

establishing the connected state with said ~~other~~ another game apparatus which has  
broadcasted said connection requiring data, and

said game data exchanger ~~means~~ determines, by communicating with said  
another game apparatus at least one ~~of-attribute information~~ relating to the providing  
game data and the exchange condition data by use of said ~~communicator~~ ~~ion~~ means, in  
association with said game data exchanger ~~means~~ of said ~~other~~ another game apparatus  
whether or not the providing game data of its own satisfies the exchange condition of said  
~~other~~ another game apparatus, and whether or not the providing game data of said ~~other~~  
~~another~~ game apparatus satisfies the exchange condition of its own, and exchanges, in a  
case that it is determined both of the exchange conditions are satisfied, the providing  
game data of its own for the providing game data of said ~~other~~ another game apparatus by  
communicating with said ~~other~~ another game apparatus by use of said ~~communicator~~  
~~ion~~ means.

27. (Currently Amended) ~~The~~A game apparatus according to claim 26,  
further comprising

a ~~switching means having a function of~~ that executes a ~~ing~~ said first  
connection establishing process and a ~~function of~~ executes a ~~ing~~ said second connection  
establishing process for alternately executing said first connection establishing process  
and said second connection establishing process.

28. (Currently Amended) ~~A~~The game apparatus according to claim 27,  
wherein

said ~~switching means~~ alternately repeats a first period for broadcasting said connection requiring data by said first connection establishing process and a second period for attempting to receive said connection requiring data by said second connection establishing process, further comprising

a period's length ~~setting means~~ for variably setting a length of at least one of said first period and said second period.

29. (Currently Amended) ~~The~~A game apparatus according to claim 27, wherein

said ~~switching means~~ alternately repeats a first period for broadcasting said connection requiring data by said first connection establishing process and a second period for attempting to receive said connection requiring data by said second connection establishing process, further comprising

a period's starting point ~~setting means~~ for variably setting a starting point of at least one of said first period and said second period.

30. (Currently Amended) A storage medium storing a game program executed by each game apparatus in a game system that is provided with a plurality of mobile game apparatuses and exchanges the game data between the respective game apparatuses, ~~wherein~~ with said game apparatus, comprising:

a processor;

a game data ~~storing means~~ for storing game data; and

a ~~communicator~~~~ion means~~ for performing short-distance radio communication with another game apparatus;

wherein said game program makes said processor of said game apparatus execute the following steps of:

a providing game data designating step for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing means;

an exchange condition setting step for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from ~~said~~ another game apparatus in exchange for a provision of said providing game data to said other ~~another~~ game apparatus;

an exchange desire transmitting step for broadcasting by use of said ~~communicator~~~~ion means~~ exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiving step for receiving by use of said ~~communicator~~~~ion means~~ said exchange desired data that is transmitted from another game apparatus; and

a game data exchange step for determining, by communicating with said specific game apparatus at least one of attribute ~~information~~ relating to the providing game data and the exchange condition data by use of said ~~communicator~~~~ion means~~, in association with said other ~~another~~ game apparatus, whether or not the providing game



data of its own satisfies the exchange condition of said specific game apparatus, and whether or not the providing game data of said specific game apparatus satisfies the exchange condition of its own, and exchanges, ~~in a case that~~ if it is determined both of the exchange conditions are satisfied, the providing game data of its own for the providing game data of said specific game apparatus by communicating with said specific game apparatus by use of said ~~communication~~ communication means.

31. (Currently Amended) A storage medium storing a game program executed by each game apparatus in a game system that is provided with a plurality of mobile game apparatuses and exchanges the game data between the respective game apparatuses, ~~wherein~~ with

said game apparatus, comprising:

a processor;

a game data ~~storing~~ storage means for storing game data; and

a ~~communication~~ communication means for performing short-distance radio communication with ~~said~~ another game apparatus;

when said game program makes said processor of said game apparatus execute the following steps of:

a providing game data designating step for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data ~~storing~~ storage means;

an exchange condition setting step for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from ~~said another~~ game apparatus in exchange for a provision of said providing game data to said other ~~another~~ game apparatus;

a connection establishing step for executing a first connection establishing process by broadcasting connection requiring data for establishing a connected state with another game apparatus which has received said connection requiring data, or executes a second connection establishing process by receiving said connection requiring data that is transmitted from another game apparatus for establishing the connected state with said other ~~another~~ game apparatus which has broadcasted said connection requiring data; and

a game data exchange step for determining, by communicating with said other ~~another~~ game apparatus at least one of attribute ~~information~~ relating to the providing game data and the exchange condition data by use of said ~~communication~~ means, in association with said other ~~another~~ game apparatus whether or not the providing game data of its own satisfies the exchange condition of said other ~~another~~ game apparatus, and whether or not the providing game data of said other ~~another~~ game apparatus satisfies the exchange condition of its own, and exchanges, in a case that it is determined both of the exchange conditions are satisfied, the providing game data of its own for the providing game data of said other ~~another~~ game apparatus by communicating with said other ~~another~~ game apparatus by use of said ~~communication~~ means.

32. (Currently Amended) A game data exchange method in a game system ~~which is constructed of a plurality of mobile game apparatuses and that~~ exchanges the game data between the respective game apparatuses, ~~wherein with~~

each game apparatus, comprising:

a game data storing~~ing means~~ for storing game data;

a providing game data designating~~ing means~~ for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data storing~~ing means~~;

an exchange condition setting~~ing means~~ for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said other ~~another~~ game apparatus;

a communication~~ion means~~ for performing short-distance radio communication with another game apparatus;

an exchange desire transmitting~~ing means~~ for broadcasting by use of said communication~~ion means~~ exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiving~~ing means~~ for receiving by use of said communication~~ion means~~ said exchange desired data from another game apparatus; and

a game data exchanger~~means~~ for exchanging the game data with a specific game apparatus by use of said communication~~ion means~~, wherein

(a) a first game apparatus out of said plurality of game apparatuses transmits said exchange desired data by use of said exchange desire ~~transmitting means~~, and a second apparatus out of ~~said the~~ plurality of game apparatuses receives said exchange desired data, and

(b) said game data exchange ~~means~~ of said first game apparatus and said game data exchanger ~~means~~ of said second game apparatus determine, by communicating at least one of attribute ~~information~~ relating to the providing game data and the exchange condition data by use of said communicator ~~ion means~~, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus.

33. (Currently Amended) A game method of a game system which is constructed of a plurality of mobile game apparatuses and exchanges game data between the respective game apparatuses, ~~wherein~~ with each game apparatus, comprising:

a game data stor~~ing~~ ~~means~~ for storing game data;

a providing game data designat~~ing~~ ~~means~~ for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said game data stor~~ing~~ ~~means~~;

an exchange condition ~~setting means~~ for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said ~~other~~ ~~another~~ game apparatus in exchange for a provision of said providing game data to ~~said~~ another game apparatus;

a communicator ~~ion means~~ for performing short-distance radio communication with another game apparatus;

a connection establishing ~~ing means~~ for performing by use of said communicator ~~ion means~~ a process to establish a connection with a specific game apparatus by a radio communication; and

a game data exchanger ~~means~~ for exchanging the game data with said specific game apparatus by use of said communicator ~~ion means~~, wherein

(a) in a first game apparatus and a second game apparatus out of ~~said the~~ plurality of game apparatuses, said connection establishing ~~ing means~~ of one game apparatus executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with other game apparatus which has received said connection requiring data, and said connection establishing ~~ing means~~ of said other game apparatus executes a second connection establishing process by receiving said connection requiring data for establishing the connected state with said one game apparatus which has broadcasted said connection requiring data, and

(b) said game data exchanger ~~means~~ of said first game apparatus and said game data exchanger ~~means~~ of said second game apparatus determine, by communicating

at least one of attribute information relating to the providing game data and the exchange condition data by use of said ~~communicator~~ion means, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus by communicating between said first game apparatus and said second game apparatus by use of said ~~communicator~~ion means.